



# System Prefs, Screen Saver, Disk Image, and Installers

**Session 004**





# Mac OS X Party Favors

**John Geleynse**  
**User Experience Evangelist**

# Mac OS X Party Favors

- Favor #1
  - Writing a Mac OS X Screen Saver
- Favor #2
  - Writing a Mac OS X Preference Pane
- Favor #3
  - Disk Image Update
- Favor #4
  - Update on the Mac OS X Installer





*Favor #1*

# Writing a Mac OS X Screen Saver

**Mike Trent**

# Why a Screen Saver?

- Why not?
- Fun
- Marketing
- Save your screen—Not!



# Screen Saver Overview

- Modular plug-in architecture
- Cocoa-based framework
- Multiple drawing environments
  - QuickDraw
  - Quartz
  - OpenGL



# Modular Architecture

- Screen Saver is an application
- Loads bundles that:
  - Contain code
  - Contain resources
    - Pictures
    - Sounds
    - Etc.
  - Link against Screen Saver framework



# Screen Saver Framework

- Comprises two major components
  - ScreenSaverView
  - ScreenSaverDefaults





# ScreenSaverView

- Inherits from NSView
  - Handles drawing
  - Handles user input
- Adds animation timer
- Adds additional Screen Saver features



# ScreenSaverView Drawing

- Some prep work required
- Call directly into
  - Quartz
  - QuickTime
  - QuickDraw
  - OpenGL
- Two methods to draw
  - `-[NSView drawRect:]`
  - `-[ScreenSaverView animateOneFrame]`



# ScreenSaverView Drawing

- Multiple monitors
  - One ScreenSaverView instance per monitor for free
  - No need for device loops!
- Use CoreGraphics to set screen depth, etc.



# ScreenSaverView User Input

- Hook into the Cocoa event loop
  - Listen to the mouse
  - Listen to the keyboard
- Multiple methods
  - `-[NSResponder keyDown:]`
  - `-[NSResponder mouseMoved:]`
  - Etc.



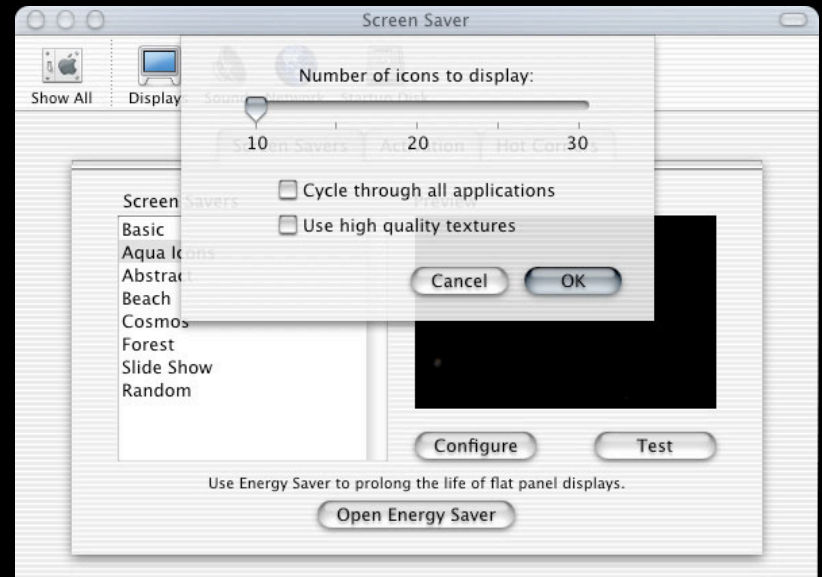
# ScreenSaverView Extras

- Animation timer
  - -[ScreenSaverView animationTimeInterval]
  - -[ScreenSaverView  
setAnimationTimeInterval:]
- Specify window backing store type
- Control the gamma fade



# ScreenSaverDefaults

- Handles User Preferences
- Use Interface Builder to design your UI
- Avoid NSUserDefaults





# Demo

Screen Save Coding

**Mike Trent**

# Installation

- Your screen saver must be in either of two specific locations
  - `~/Library/Screen Savers`
  - `/Library/Screen Savers`
- Use `.saver` file name extension
- Set Type and Creator
  - Coming soon!







*Favor #2:*  
System Preference Panes

**Robert T. Bowers**

# What Are Preference Panes?

- Plug-ins in the System Preferences application
- Provide
  - Cross-context configuration
  - User-perceived system-wide functionality
  - Hardware configuration



# Architecture

- Cocoa bundles
- Includes
  - System Preferences application
  - PreferencePane framework
  - Must inherit from PrefPane class
- Provides same permissions as current user
- Storage via CFPREFERENCES



# When Not to Make a Pref Pane

- When performing application-specific settings
  - Finder preferences
  - Mail preferences
- When doing real work
  - Burning CDs/DVDs
  - Ripping MP3s
  - Sherlock



# When Not to Make a Pref Pane

- When primarily providing status or feedback
  - Console
  - Process Viewer
- When using an Application/Document model
  - Address Book
  - iMovie
- When doing something irreversible
  - Installing a system update
  - Reformatting a disk



# System Preferences Application



# User Interface Guidelines

- Preference panes
  - Have a standard width
  - Have a variable height (within limits)
- Adhere to Mac OS X Human Interface Guidelines
- Avoid mixing Mac OS X and third-party preference panes





# Demo

Preference Pane Coding

**Maxym Runov**



# Additional Properties

- Your Pref Pane's Property List is your friend
- Pay attention to these keys:
  - NSPrefPaneIconLabel
    - Supports wrapping to multiple lines
  - CFBundleIconFile
  - CFBundleIdentifier



# Installation Guidelines

- Three locations
  - `/System/Library/PreferencePanels`
    - Reserved for Apple
  - `/Library/PreferencePanels`
    - Requires Admin privileges to install
    - Available to all users
  - `~/Library/PreferencePanels`
    - Available to that user only





# Third-party Preference Panels Sample

**Robert T Bowers**

# In Conclusion

- Lots of fun
- Be careful of when you do one
- Do not do any work





*Favor #3:*

# Distributing Your App Over the Internet

**Grace Kvamme**

# Downloads Made Easier

- Minimize steps to download apps
- Lead the user through the process
- Ensure security



# Process for User



Download

1. Click to download
2. Are you sure?
3. Installs or copies to Applications folder



# Tools

- Application bundles
  - Use wherever possible
  - Create with PackageMaker
- Installer packages
  - Display licensing agreement
  - Let user decide where to install
  - Create with Apple's Installer





# Tools



- Disk Images
  - Archive files
  - Compress them
  - Display “are you sure” dialog box
  - Create using Disk Copy



# Tools



- Disk Images



- Specify download location



- Launch Installer



- Move Disk Image to Trash



# Process for User



Download

1. Click to download
2. Are you sure?
3. Installs or copies to Applications folder





*Favor #4:*  
The Mac OS X Installer

**Jean-Pierre Ciudad**

# The Mac OS X Installer

- Initially designed to install the OS
- Now addressing application installs
- In Jaguar we will have
  - Bug fixes
  - New features
  - Improved PackageMaker



# Bug Fixes

- Changes the modification date on folders
- Updates existing languages only
- Supports multiple simultaneous installs
- Follows symlinks
  - Off by default
- Checks for admin status before requiring authorization
  - Single users are Administrators by default



# New Features

- File hinting for special files
- Locating application bundles to upgrade
- Alternate installer window backgrounds
- Improved package format
  - Standard bundle
  - Property list



# Improved PackageMaker

- Creates new style packages and metapackages
- Verifies package validity
- Handles all known flags
- Handles file hinting
- Includes a command line tool
- Work in progress





# In Conclusion

- Provide drag install whenever possible
- Future plans include
  - Better tools
  - More . . .
- Send feedback



# Roadmap

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**001 User Experience:**  
Interface Design Principles

Hall 2  
**Tue., 9:00am**

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**002 User Experience:**  
Adopting Aqua

Hall 2  
**Tue., 10:30am**

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**302 Cocoa API Techniques**

Hall 2  
**Thurs., 9:00am**

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**904 Using Interface Builder**

Hall 2  
**Thurs., 3:30pm**



# Who to Contact

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Apple Worldwide Developer Relations

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<http://developer.apple.com/wwdc2002/urls.html>



# Documentation

## Party Favors

- Preference Panes

- Documentation > Additional Technologies > Preference Panes
- [developer.apple.com/techpubs/macosx/AdditionalTechnologies/PreferencePanes/](http://developer.apple.com/techpubs/macosx/AdditionalTechnologies/PreferencePanes/)

- Screen Saver

- Documentation > Additional Technologies > Screen Saver Reference
- [developer.apple.com/techpubs/macosx/AdditionalTechnologies/ScreenSaver/Reference/ObjC\\_classic/ScreenSaverTOC.html](http://developer.apple.com/techpubs/macosx/AdditionalTechnologies/ScreenSaver/Reference/ObjC_classic/ScreenSaverTOC.html)

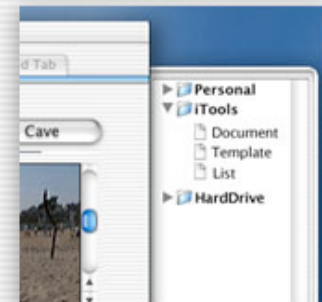
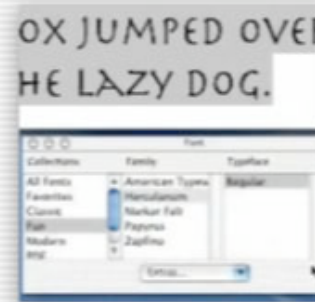
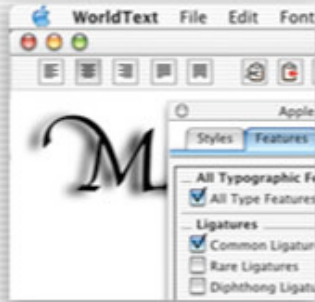
- PackageMaker

- Documentation > Developer Tools > PackageMaker Help
- [developer.apple.com/techpubs/macosx/DeveloperTools/PackageMaker/PackageMaker.help/Contents/Resources/English.lproj/index.html](http://developer.apple.com/techpubs/macosx/DeveloperTools/PackageMaker/PackageMaker.help/Contents/Resources/English.lproj/index.html)





# Q&A



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